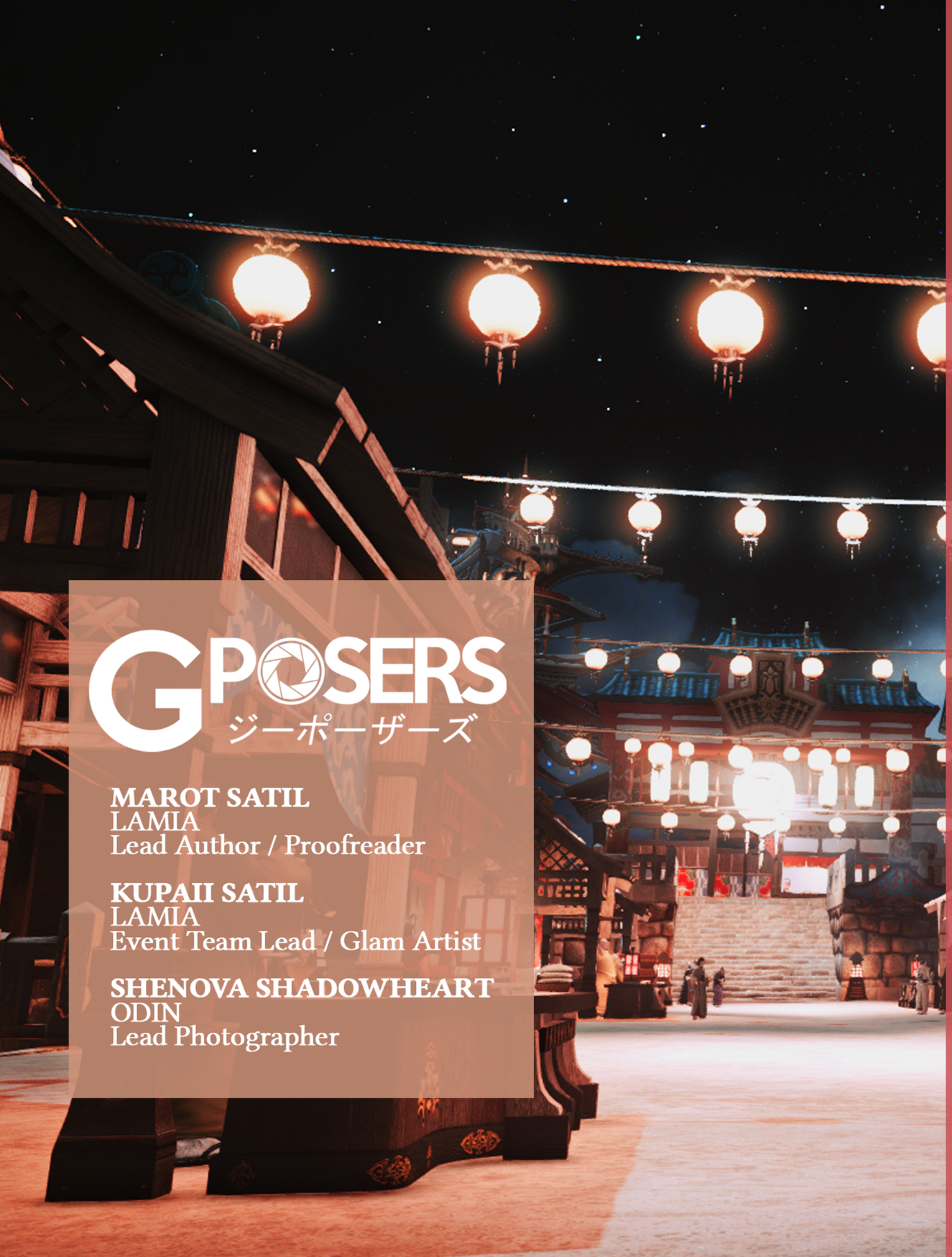
FEB 2019

GPOSERS

ジーポーザーズ



Fate & FORTUNE Vol. 7



GPOSERS
ジーポーザーズ

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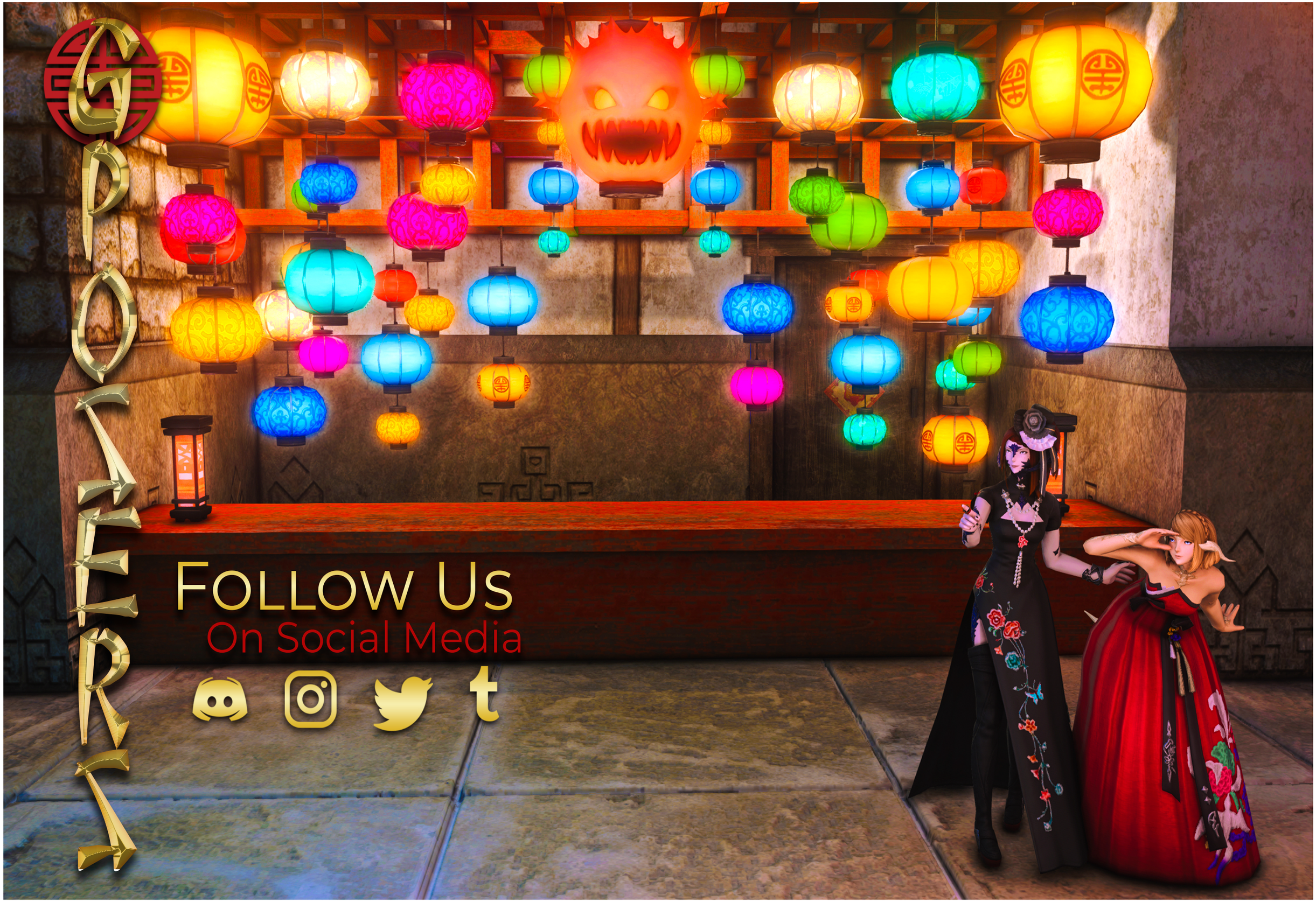
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GPOSERS

MEET UP

For the month of February we did a 24-man raid meet-up which went exceptionally well! On Primal, **GPOSERS** from all around teamed up to take on The Orbonne Monastery together. The smoothest run anyone has seen was had, and that's not even talking about the fun and photos. Interested in joining us for our next in-game event?

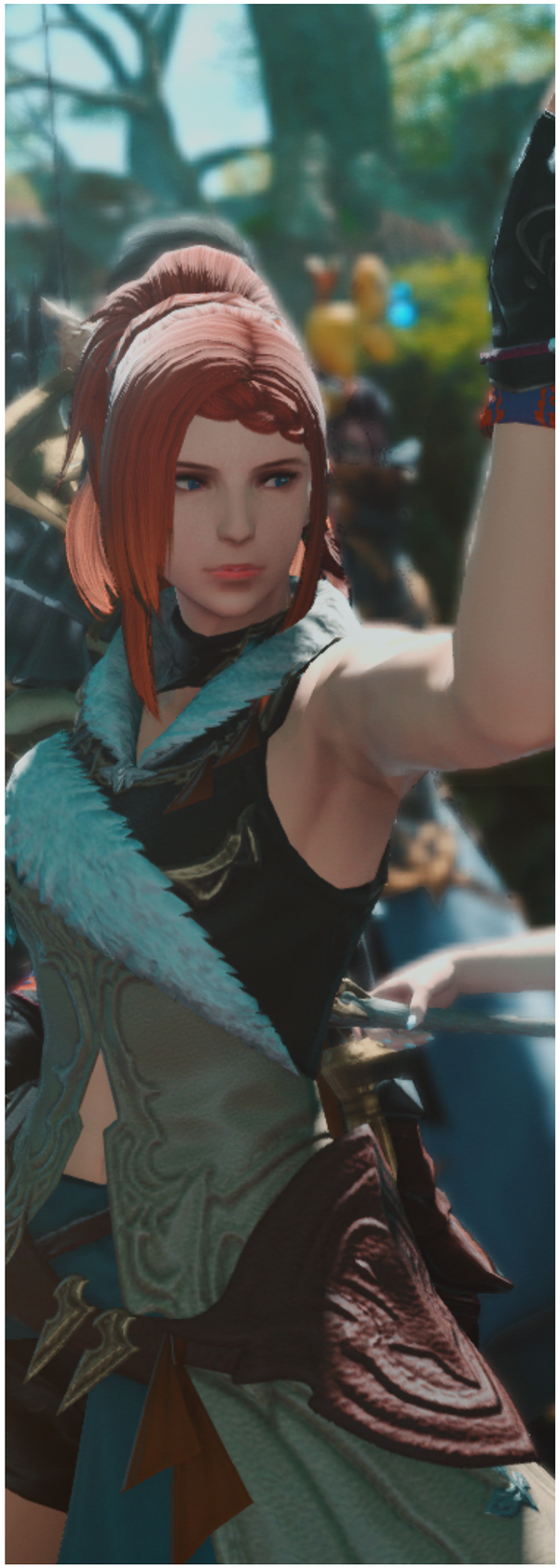
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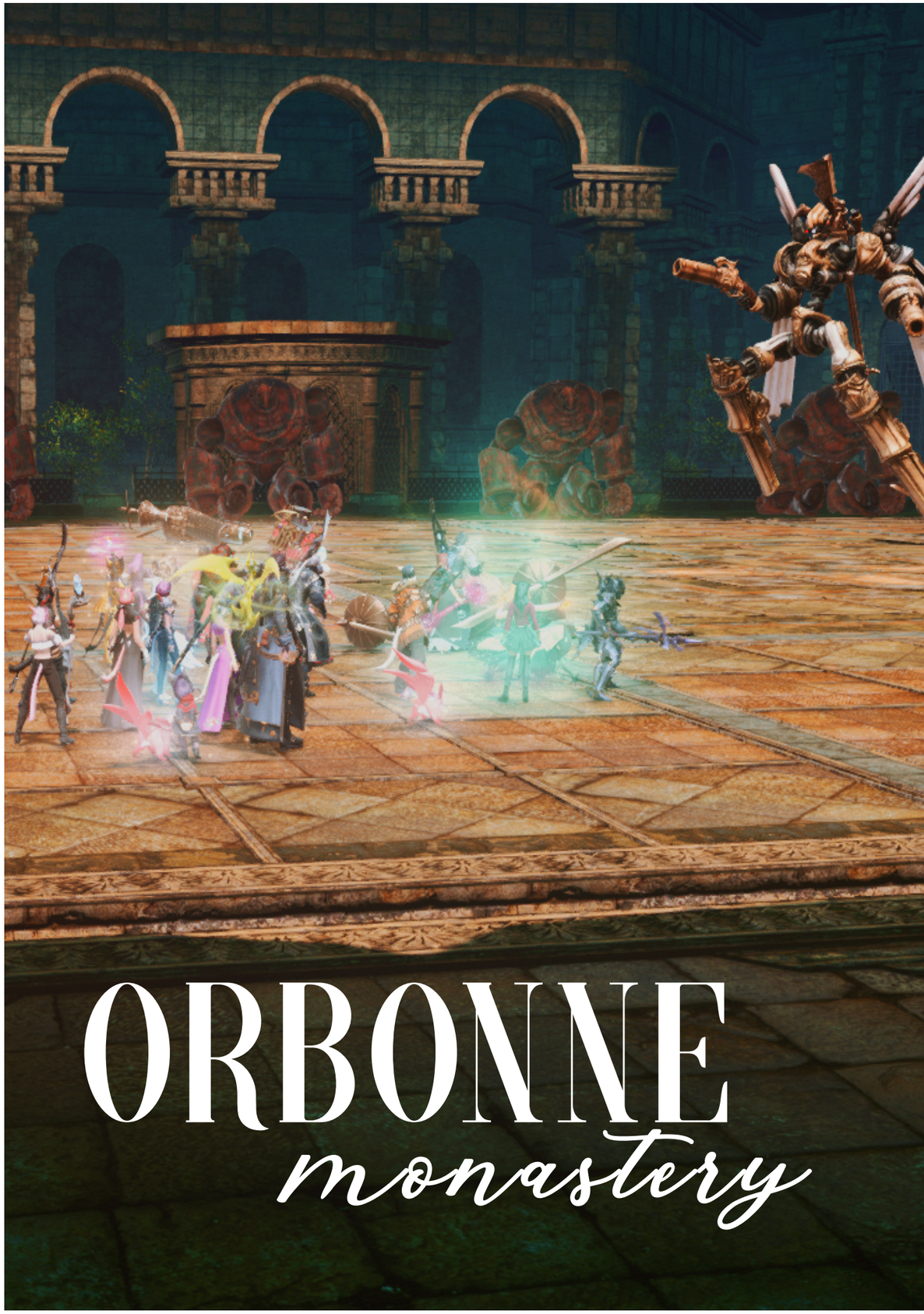











ORBONNE
monastery








COME JOIN
gposers!

THE
Heavensturn
Collection





















富

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Rat

Though neither large nor strong like the other animals of the zodiac, the rat is quick and clever. Their crafty nature makes them capable of great deeds and they make for great leaders in turn, but they are prone to jealousy and aggression.









Gear List

FOR YEAR OF THE RAT



FLAT CAP
Dye: General-purpose Pure White
Obtained: Crafted (WVR Lvl. 45)



DHALMELSKIN VEST
Dye: General-purpose Pure White
Obtained: Crafted (LTW Lvl. 56) / Norlaise - Ishgard - The Pillars (15,444 Gil)



PAGOS FIELD DRESSING
Obtained: Eureka Pagos Lockboxes / Market Board



VELVETEEN TIGHTS
Dye: Bark Brown
Obtained: Crafted (WVR Lvl. 27) / Domitien - Old Gridania (1,220 Gil)



EXPEDITIONER'S THIGHBOOTS
Dye: General-purpose Pure White
Obtained: Crafted (LTW Lvl. 60) / Market Board





Ox

Thick-headed and composed, oxen are the very picture of hardiness. Though they can be quite self-righteous, stubborn and egotistical, it's only fitting that this glamour was fitted for the tough tank with those persistent qualities.







Gear List

FOR YEAR OF THE OX



MOLYBDENUM HEADGEAR
OF FENDING

General-purpose Jet Black
Obtained: Crafted (ARM Lvl. 68) / Independent Merchant - The Peaks - Ala Ghiri (21,760 Gil)



RAKSHASA KASAYA
OF FENDING

Dye: General-purpose Jet Black
Obtained: Crafted (WVR Lvl. 70)



GAZELLESKIN BRACERS
OF FENDING

Dye: General-purpose Jet Black
Obtained: Crafted (LTW Lvl. 68) / Independent Merchant - The Peaks - Ala Ghiri (21,760 Gil)



EXPEDITIONER'S
THIGHBOOTS

Dye: General-purpose Jet Black
Obtained: Crafted (LTW Lvl. 60)





Tiger

From the deep depths of the taiga, the grasslands, and tropics: the tiger is prowling the scene. While most known for their pride, strength, and bravery, the majestic tiger is also notably independent and stubborn.









Gear List

FOR YEAR OF THE TIGER



REPLICA ALLAGAN CIRCLET OF CASTING
Dye: Mesa Red
Obtained: Crafted (GSM Lvl. 60)



EIKON LEATHER CORSELET OF CASTING
Dye: Mesa Red
Obtained: Crafted (LTW Lvl. 60)



CLAWS OF THE BEAST
Obtained: Gold Saucer Attendant (30,000 MGP)



INDIGO RAMIE SKIRT OF CASTING
Dye: Mesa Red
Obtained: Crafted (WVR Lvl. 70)



GAGANASKIN SANDALS OF CASTING
Dye: Kobold Brown
Obtained: Crafted (LTW Lvl. 61) / Independent Merchant - Rhalgr's Reach (19,994 Gil)



WOLF EARRINGS
Crafted (GSM Lvl. 35) / Ilorie - New Gridania (2,764 Gil)





Rabbit

The wilderness is rough and you need to stay on your toes and be ready for anything, so why not channel your inner rabbit by donning a pair of floppy ears? Bunnies aren't always delicate little balls of fur and you can prove it in style while you prudently scope out the monsters lurking in the distance.









Gear List

FOR YEAR OF THE RABBIT



RAKSHASA REVOLVER
Obtained: Crafted (BSM Lvl. 70)



BUNNY CHIEF CROWN
Dye: General-purpose Pure White
Obtained: Gold Saucer Attendant - The Gold Saucer (24,000 MGP)



DAI-RYUMYAKU JUFUKU OF AIMING
Dye: General-purpose Pure White
Obtained: Enna - Rhalgr's Reach (825 Mendacity) + E'bolaff - Rhalgr's Reach (Ryumyaku Twine)



REPLICA ALLAGAN GAUNTLETS OF AIMING
Dye: General-purpose Pure White
Obtained: Crafted (ARM Lvl. 60)



TRUE LINEN BREECHES OF AIMING
Dye: General-Purpose Jet Black
Obtained: Crafted (WVR Lvl. 70)



GENJI SUNE-ATE OF AIMING
Dye: General-purpose Pure White
Obtained: Deltascape V2.0 (Savage)





Dragon

The dragon is said to be a powerful, magnanimous, and kind leader who puts the needs of others before its own. It was that same selflessness that led to its position as the fifth animal in The Great Race which would decide the Zodiac, choosing to help a number of villagers and the rabbit who were all in peril rather than rush to the finish line.









Gear List

FOR YEAR OF THE DRAGON





ARCHAEODEMON HORNS
Eureka Pyros Lockboxes / Market Board



INDIGO RAMIE TABARD OF AIMING
Dye: General-purpose Dark Red
Obtained: Crafted (WVR Lvl. 70)



DHALMELSKIN ARMGUARDS OF AIMING
Dye: General-purpose Dark Red
Obtained: Crafted (LTW Lvl. 54) / Norlaise - Ishgard - The Pillars (14,744 Gil)



AUGMENTED SHIRE CONSERVATOR'S HOSE
Dye: General-purpose Jet Black
Obtained: Hismena - Idyllshire (410 Poetics) + Illuminati Tautest Gobtwine (100 Poetics)



TRUE GRIFFIN BOOTS OF AIMING
Dye: General-purpose Dark Red
Obtained: Crafted (LTW Lvl. 70)



ROSE GOLD EARRINGS
Obtained: Crafted (GSM Lvl. 50)



TEAK CHOKER OF AIMING
Obtained: Crafted (CRP Lvl. 60)



Snakes tend to have a bad reputation, but it's time to tip the scales and show the world their majesty with this glamour. Display yourself as the intelligent and spectacular creature you are, as this year you can stand out from the crowd and slither straight into the limelight.









Gear List

FOR YEAR OF THE SNAKE



SEIRYU'S RAPIER
Obtained: The Wreath of Snakes (Extreme)



RAKSHASA KANMURI OF CASTING
Obtained: Crafted (GSM Lvl. 70)



ELEMENTAL COAT OF CASTING
Dye: Peacock Blue
Obtained: Expedition Artisan - Eureka Pyros (40 Pyros Crystals)



DAI-RYUMYAKU KOTE OF CASTING
Dye: Midnight Blue
Obtained: Enna - Rhalgr's Reach (495 Mendacity) + E'bolaff - Rhalgr's Reach (Ryumyaku Twine)



TIGERSKIN JACKBOOTS OF CASTING
Dye: Midnight Blue
Obtained: Crafted (LTW Lvl. 65)



LAKSHMI'S EARRINGS OF CASTING
Obtained: Emanation (Extreme)



LOST ALLAGAN CHOKER OF CASTING
Obtained: Billebaut - Rhalgr's Reach (55 Centurio Seals)





Horse

Horses are known to be warm-hearted and productive, yet tend to be somewhat flighty in the face of fear. Don the glamour. Become the great and powerful steed Haurchefant knew you to be.









Gear List

FOR YEAR OF THE HORSE



BONEWICCA
SKINNER'S VISOR
Dye: Loam Brown
Obtained: The Swallow's Compass



GAZELLESKIN
CORSELET OF MAIMING
Dye: Mole Brown
Obtained: Crafted (LTW Lvl. 69) / Local Merchant - Ala Mhigan Quarter (36,267 Gil)



EIKON LEATHER
ARMGUARDS OF MAIMING
Dye: Mole Brown
Obtained: Crafted (LTW Lvl. 60)



VELVETEEN TIGHTS
Dye: General-purpose Jet Black
Obtained: Crafted (WVR Lvl. 27) / Domitien - Old Gridania (1,220 Gil)



FAR EASTERN
BEAUTY'S BOOTS
Dye: Mole Brown
Obtained: Mog Station





Sheep

Whether counting sheep or butting horns with a big baad wolf, you can express your appreciation of karakul in full with this delicately selected outfit. It's just as suitable for naps in the sun as it is for hoofing it up a mountain. Wherever you may go, you won't be pulling the wool over anyone's eyes about the fact that you're ready for anything. Go forth and give your foes a good fleecing.









Gear List

FOR YEAR OF THE SHEEP



THE VOICELESS MOON
Obtained: Bardam's Mettle



DEMONIC HORNS
Dye: Mole Brown
Obtained: Mog Station



SKALLIC JACKET OF HEALING
Dye: General-purpose Pure White
Obtained: The Drowned City of Skalla



REINDEER GLOVES
Obtained: Mog Station



NOMAD'S BREECHES OF HEALING
Obtained: Bardam's Mettle



REINDEER HOOVES
Obtained: Mog Station





Monkey

The true master of the trees, the proud monkey is full of energy and curiosity. He keeps himself fit as he uses his strength and uniquely nimble hands to soar through the branches towards his goals. Monkeys can be great leaders, but also tend to be selfish and even vindictive.









Gear List

FOR YEAR OF MONKEY





VELVETEEN BANDANA

Dye: Bark Brown
Obtained: Crafted (WVR Lvl. 25) /
Domitien - Old Gridania (665 Gil)



THAVNAIRIAN BOLERO

Dye: Bark Brown
Obtained: Crafted (LTW Lvl. 60)



GOATSKIN WRISTGUARDS

Obtained: Crafted (LTW Lvl. 18) /
Domitien - Old Gridania (365 Gil)



SAILOR BRAIS

Dye: Chestnut Brown
Obtained: Crafted (WVR Lvl. 50)



PAGOS SANDALS

Dye: Bark Brown
Obtained: Eureka Pagos Lockboxes /
Market Board



Rooster

Roosters are said to be unmatched when it comes to the art of planning, but tend to be narrow-minded and petty. Always wanted to be the talk of the coop? This look will make you popular amongst the hens, and ruffle the feathers of anyone that may stand in your way.









Gear List

FOR YEAR OF THE ROOSTER



OWLSIGHT COAT

Dye: Snow White
Obtained: Storm Sergeant - Wolves' Den Pier (1,000 Wolf Marks)



KOPPRANICKEL ARMLETS OF HEALING

Dye: Snow White
Obtained: Crafted (GSM Lvl.61) / Independent Merchant - Rhalgr's Reach (19,994 Gil)



HEMPEN GASKINS

Dye: Bark Brown
Obtained: Crafted (WVR Lvl.8) / Domitien - Old Gridania (216 Gil)



BOOTS OF THE WHITE GRIFFIN

Obtained: Storm Sergeant - Wolves' Den Pier (1,000 Wolf Marks)



RED CORAL EARRINGS

Obtained: Crafted (GSM Lvl.43) / Seghuie - Ishgard - The Pillars (4,224 Gil)





Dog

Dogs are said to be symbols of honesty, loyalty, and perseverance. Carefree and straightforward, dogs are easy to get along with. With all of that said, once a dog makes its decision, it never turns back.









Gear List

FOR YEAR OF THE DOG



TSUKUYOMI'S GREATAXE
Obtained: The Minstrel's Ballad: Tsukuyomi's Pain



WEREWOLF HEAD
Dye: General-purpose Jet Black
Obtained: Mog Station



AKA ONI HARA-ATE
Dye: Rust Red
Obtained: 4,000 Wolf Marks



AKA ONI KOTE
Dye: Rust Red
Obtained: 2,000 Wolf Marks



RAKSHASA TSUTSU-HAKAMA OF FENDING
Dye: General-purpose Jet Black
Obtained: Crafted (WVR Lvl. 70)



MOLYBDENUM GREAVES OF FENDING
Dye: General-purpose Jet Black
Obtained: Crafted (ARM Lvl. 69) / Independent Merchant - The Peaks - Ala Ghiri (21,760 Gil)





猪

Calm, well-mannered, and surprisingly swift is the pig. Much like the dragon, the pig's place in the Zodiac was decided by its nature. Having chosen to eat and then rest the time away, the pig secured its place as the twelfth and last animal to place in The Great Race.









Gear List

FOR YEAR OF THE PIG





GLADE TUNIC
Dye: General-purpose Pastel Pink
Obtained: Gold Saucer Attendant (3,000 MGP)



BOARSKIN RINGBANDS
Dye: Mole Brown
Obtained: Crafted (LTW Lvl. 36) / Domitien - Old Gridania (2,533 Gil)



CRESCENT MOON BOTTOMS
Dye: General-purpose Pastel Pink
Obtained: Crafted (WVR Lvl. 50)



GLADE SHOES
Dye: Mole Brown
Obtained: Gold Saucer Attendant - The Gold Saucer (1,000 MGP)



BOARSKIN CHOKER
Obtained: Crafted (LTW Lvl. 34) / Ilorie - Old Gridania (2,116 Gil)

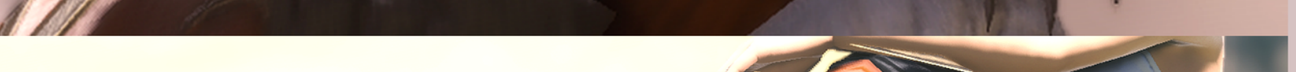
fan glam

featuring Rayah Corvus
of Cerberus













description

I wanted to create a cute take on the cat from the Zodiac, so for this glamour I was inspired by the Coeurl Kitten minion. The Hakuko Kyahan gave this glamour a fluffy kitten look while preserving some of my normal style, while the Hempen Camise resembles the kitten's white belly.

My personal favorite part is definitely the Namazu Bell. Not only does it match the minion, but it is perfect for completing this adorable look!

glamour

Body: Hempen Camise (Miqo'te)

Gloves: Claws of the Beast
Dye: Soot Black

Pants: Hakuko Tsutsu-Hakama
Dye: Mesa Red

Shoes: Hakuko Kyahan
Dye: Snow White

Neck: Namazu Bell





Star Guided DEVOTION

-ROMO AND JULNEI-

By Yukimaru Tosho and Serenaya Carrin

It was a bright, sunny afternoon in the Azim Steppe. A group of Dotharl tribesmen trained relentlessly on a strict schedule, treading the purest greens of the sparse grass surrounding their retreat. They spend hours tirelessly honing their skills in combat, testing each other's might, as for some of them, this was their true goal from birth to valiant death. The Xaela of all tribes realize they may die someday in the glory of combat, but the Dotharl in particular fear not death, for their beliefs in complete reincarnation pull them through. Among them is a young boy named Romo, who lacked the experience of his comrades. Yet, having been taught from a young age that in a past life he was some great warrior with the selfsame name, he is no different from the rest. He tirelessly trained his strength with his fellow tribesman Tybal day after day.

Today was special however,

as soon they would wage war against their rivals: the Oronir. Last minute preparations were being made as the searing sun drew sweat from them all in unison. Romo had been informed by his superiors that they would be scouting and spying upon the Oronir encampments in an effort to learn its layout and prepare for a raid. These types of encounters were common, but usually took place on a smaller scale. Large or small, these skirmishes were no less violent, causing extensive loss of life on both sides no matter which won the day. At last, sunset came. Romo was amongst those chosen to carry out the mission of the evening, along with Tybal, who had come to be regarded as one of the fiercest warriors in



the tribe. Romo was nervous, having had little involvement in these missions to date. Regardless, he was forced to don the traditional Dotharli attire and brandish the most honed spear he had ever set eyes upon. The group set their sights on a fairly small Oronir encampment, barely visible in the dark of the night but by the torches that surrounded it. Upon horseback it did not take long before they were within spitting distance, tying their mounts aside and creeping up from the west of the camp. They could hear their enemies being rather jubilant; the smell of cooked wildlife was rife in the air and it seemed their assault would be a surprise as planned. They kept quiet as they trudged through the sandy grass, encroaching upon their target and hushing each other whenever a word was spoken.

“Why don’t we have food like that?” Asked one, whispering against the wind.

“Hush.” Replied Tybal, scowling.

“W-what?” Romo stuttered, following closely behind, quivering hands holding his lance to his side.

He was barely paying attention; his eyes were wide with fear and he was forgetting who the Dotharl said he was to be from birth. Once close enough, the leader of the reconnaissance groups waved a few hand signals, requiring his men to scout the area to see just how many they’d be dealing with. His plan? To find the best angles of entry for the maximum amount of damage when the day arrives. However, it was not to be. The Oronir were on patrol, wary of the Dotharl and other competing tribes, and before long both sides had sighted one another. The Dotharl’s plan had failed, yet their courage and expertise would not wane as they immediately roared in unison, lunging at those who had found them, forgetting any sense of subtlety as they engaged in bloody murder. They were swift despite this change to their plans, and although they had taken some casualties, the Dotharl had routed or killed the nearby Oronir warriors in mere minutes. There was no doubt they were heard by the heart of the Oronir camp, yet while they did not fear death, they were no fools. The remainder of their scouting party was certainly not in any shape to take on the rest.





Romo, who had been assigned to the rear guard, had a problem of his own during the ordeal. A young woman named Julnei Oronir had snuck up behind them, seemingly in an effort to take the Dotharl by surprise. She was a small Xaela woman, bright-eyed with a fierce grin on her face. She'd found Romo hesitating while the rest of his comrades ran at their opposition with lances held fast. She spoke not a word as she swung at him, her movements displaying a ferocity that betrayed her stature, nearly impaling but ultimately just grazing him. Romo's veins filled with adrenaline as he countered, remembering what he'd been taught—nay, what he knew—and with a few weaves of his arms had pinned Julnei to the ground, the head of his spear at her neck. It took only a moment for the pair to lock eyes, and as they did all hostility between them faded. They held that stare for what seemed like hours as the other Dotharl surrounded them, cheering and shouting to "finish her". Romo had other ideas, although they weren't exactly what the Dotharl would want.

"G-go! Go back to camp! I'll deal with her myself!" he howled, not willing to deal the finishing blow.
"You better...or else." Tybal paused, teasing Romo and smirking at the girl.
"Come! Ride home! We celebrate this night!" He continued, being met with thundering roars of approval in response as they took to their horses and left the day's carnage behind.
Romo's mind was scattered. He knew that he would be exiled for not killing her, yet he could not bring himself to do so.

"GO ON! FINISH ME!" HISSED JULNEI.

"I-I can't..." Romo replied, releasing her and standing up, his weapon falling to the ground.
"Awe. You scared of hurting a poor, innocent, little girl?" she mocked as he kneeled at the nearby stream.
"I can't bring myself to hurt you." Romo responded, taking a damp cloth back to the young girl, helping her up and beginning to tend to her wounds.
"Well aren't you very kind, unlike the rest of your primitive tribe," she chuckled.
"Oh, trust me, they are," he laughed back.
As they locked eyes and smiled warmly, it was as if any differences they may have had were washed away in an instant.

It was the start of forbidden love between star-crossed lovers. They would meet whenever they had the chance, and within days became inseparable. They had found happiness in leading a second life outside of their tribes, spending time near the peaceful rivers and streams, watching the wildlife, and finding secluded locations to watch the night sky.

Days had passed since their unlikely meeting, and yet those days had all passed so quickly. Romo's absence, however, would be noted by Tybal who grew suspicious of him. These secret meetings would not last forever, this much the pair knew. Their behaviour was very much against everything both of their tribes believed in. That said, it seemed that Julnei was far more cunning about her disappearances from her tribe. She had yet to be noticed, clearly being able to separate herself from them given their vast numbers. The Dotharl however, still very stringent with their schedules and exercises, had quickly noticed that Romo was no longer showing up and had decided to take action on the matter.

Tybal waited patiently, watching Romo train the next day when, as predicted, the boy looked around before dropping his weapon where he stood and slinked away. It was to be a short meeting, as Romo was under orders to stay close to the tribe. He disobeyed once again, and Tybal smirked before taking pursuit. To his left and right a few of his fellow Dotharl tribesmen hopped out from behind the nearby rocks, pincering Romo. Before he could say a word, he was tackled to the ground, held down while they all repeatedly kicked and punched every part of his being. Tybal stood over him, leaning down and exhaling deeply upon his face:



"And where do you think you're going, little one?" He sneered before signalling for his men to stop their assault.

"T-to...uhh..." Romo stuttered, coughing and wincing from the cuts upon his arms and face.

"To see someone? That girl! Of course! The one you did not kill as ordered." Tybal continued, pausing for a second as he pondered.

"You see, Romo, after our last encounter with the Oronir, we decided we'll be finishing them once and for all. All of them, your forbidden woman included. Please look forward to it."
He growled, finishing his trail of thought before ordering his men to away, leaving the boy injured and groaning for help.



Romo laid there, whimpering as he waited for his tribesmen to leave before crawling up to his feet, panting and wiping the blood from his face. He was in a sorry state, and his relations with his tribe were now in tatters. It was a dire situation, but the thought of Julnei drove him onwards, driving him to a nearby cave where he was meant to meet her some minutes earlier. She had a smile on her face in spite of his late arrival, but as soon as she saw him, that smile disappeared and was replaced by a grimace of fear.

“Oh my…what happened!? Are you okay!?” She inquired, exclaiming her concern for the boy who had seen better days.

“N-no…well, kind of. Look, don’t worry about my wounds, but we need to go. Away from here. Th-they’re…” Romo paused, rasping for breath as he almost collapsed, still winded from the blows he’d taken earlier. Julnei hoisted him up with the cold stone walls as support, stroking his face and whispering “It’s okay. Take your time.” again and again.

“They’re going to kill you all. You…and everyone at your camp. You all need to leave. Now.” He managed to finish, shaking his head and looking at the floor.

“B-but…what about you? I can’t leave you! Or my tribe! They’re my family! You have to come with us…we’ll figure something out!” Julnei spoke quickly, trying to gather her thoughts but failing to come up with a sane solution. Romo wouldn’t be accepted into the Oronir tribe, nor could she fend for herself. “Perhaps…we can run together I suppose. I’ve always wanted to live alone, despite my love for those around me.” She added, hugging an injured Romo tightly. As she looked out of the cave’s entrance, she watched as the sun began to set. Blues and whites became reddish hues as shadows became longer and stretched across the fields of the steppe. Threatening clouds loomed in the distance, yet it was unclear which way they were headed.

“I should go. I’ll see you in the western caves soon. Grab your things and I’ll grab mine.” Romo whispered, traumatised and ready to get away from his life as a Dotharl.

“Sure. See you soon.” Julnei nodded in response as they parted ways.

Romo headed back as night drew ever closer, his mind full of anxiety and fear yet also excitement as he returned to his camp. His endeavour was not to be so simple, however, as the Dotharl emerged in numbers and grabbed him. Before he could respond, he was gagged with a foul-tasting fabric, his hands were tied behind his back, and he was once more thrown to the ground. Tybal approached confidently, looking the boy up and down and sneering once again. Romo knew that this was Tybal's doing.

"You're coming with us, little one. There's something I want you to see. After there's one less tribe on the steppe, after all of your hopes are crushed, we'll deal with you." He scowled, clearly angered by Romo's treason. The boy could not retort and instead gnawed angrily at the gag with a mix of fear and fury in his eyes. Julnei would be already on her way to their meeting spot. There was nothing he could do as he was picked up and marched toward the Oronir encampment for the upcoming skirmish. Without any hesitation, the Dotharl marched forth, chanting as they expertly wielded their weapons of war. Romo was helpless to watch as they ran at the Oronir with ferocity, smashing everything in their way and clashing with their rival tribesmen. He watched in horror as he was thrown aside, the Oronir falling one by one, slaughtered without mercy. His eyes began to well up. Romo realised then and there that he could never be a true Dotharl; the savagery was against many the beliefs and ideals that he had come to develop during his time with Julnei. All he could think about





was getting away from here forever with the love of his life. She may be the first, but she had shown him during their short time together, that there was another way to live. He continued to writhe on the floor, slowly loosening the rope that was binding his limbs. The longer he struggled while thinking of Julnei, the more his panic turned to anger at how his life had played out. Romo felt like he had missed out on so much by being restricted by his tribes one-dimensional way of life, how they expected him to be someone he was not.

Eventually the rope had yielded to his struggles, and he removed the cloth from his mouth after picking up an abandoned spear. Screams and shouts were being carried by the wind as thunder clapped loudly above the steppe. The clouds had rolled in fast, as if it were fate that the weather matched the scene before him. With weapon in hand, he noticed Tybal lagging behind, seemingly working alone in wrecking and plundering their yurts while the rest thinned the Oronir's numbers.

Without thinking, Romo ran at him, screaming in anguish as he drove a spear before him, driving it into Tybal. The blood-curdling shriek was enough to let Romo know that his aim was true. Upon letting the pole go, he began to shake, almost crying as he ran away. He was unsure if he'd killed the man that had taunted him for years, but he knew it had to be done.

Time was running short

and Julnei had arrived at the caves where they were to meet. She kept an eye out for her partner, yet he wasn't anywhere to be seen. The thunder roared ever louder and rain began to fall, soaking the land outside. She quivered in the cave, trying to warm up by wrapping up in the clothes she'd brought with her. Just as she was about to give up hope, she saw something in the distance. A man was sprinting at her and shouting. It was Romo.

"My love!", she cried out, running toward him. "Where have you been? What happened?"
"The Dotharl..." Romo pants, "they've...they've killed everyone."
"No...no...I have to go back..." she exclaimed.
"No! It's too dangerous, Julnei! We need to run! Far, far away from here! Now! It'll be just the two of us from now on. No more wars, no more fighting... just the two of us, together!"

Julnei began crying, having not had the same trying upbringing as Romo, but realizing that they had no choice if they wished to lead a new life together. She quickly pressed her lips against his, kissing Romo before heading out the other side of the cave towards the valley. Freedom awaited them. It was uncertain how they would get by, but the pair knew the Dotharl and the Oronir would never see them again.



GPOSERS MONTHLY CONTEST WINNERS

Sparks of the Heart

What do you love within Final Fantasy XIV? Perhaps it's a special someone, maybe it's more than one someone. It could be a special thing, or even a meaningful place! Whatever or whomever it is, we wanted to see what sparked joy inside the hearts of our community in the game! We selected the three best screenshots and their stories for inclusion in this issue.

OMEGA

#1

Tayquor Madien

Discovering people. I learned to know so many people and now it's my second family. I love my FC, and I especially love my Melhya.

#2

ODIN

Milly Sama

I love the community, the social side, the hopping onto servers to meet people for screens and fun moments, and it was one of those moments in which i met my best friend, my wife, Shenova Sama. It was a fleeting moment of his recognition of a girl from Instagram (me) that got us talking. One thing led to another and we married ingame. Now this is no ordinary friendship no. This is powerful, we have both been there to support each other through every amazing moment in our lives, and also every terrible one. We have cried and laughed till Shen has to tell me to breathe. But no matter what happens we always have each others' backs. He is my best friend in and out of the game. And i wouldn't trade him for the world! Forever and always.

#3 MIDGARDSORMR

Daiyu Elani

My heart sings in chaos. (I love this fight!)





FEBRUARY
Birthdays

02 Miss Derpina (Lamia)
Rhalgr the Destroyer

04 Tigerlilie Starlight (Famfrit)
Menphina the Lover

07 Zoey Wolsenbein (Behemoth)
Menphina the Lover

08 Rimuru Yin (Masamune)
Rhalgr the Destroyer

19 Azarynn Evincar (Jenova)
Halone the Fury

19 Su Gar- (Odin)
Azeyma the Warden

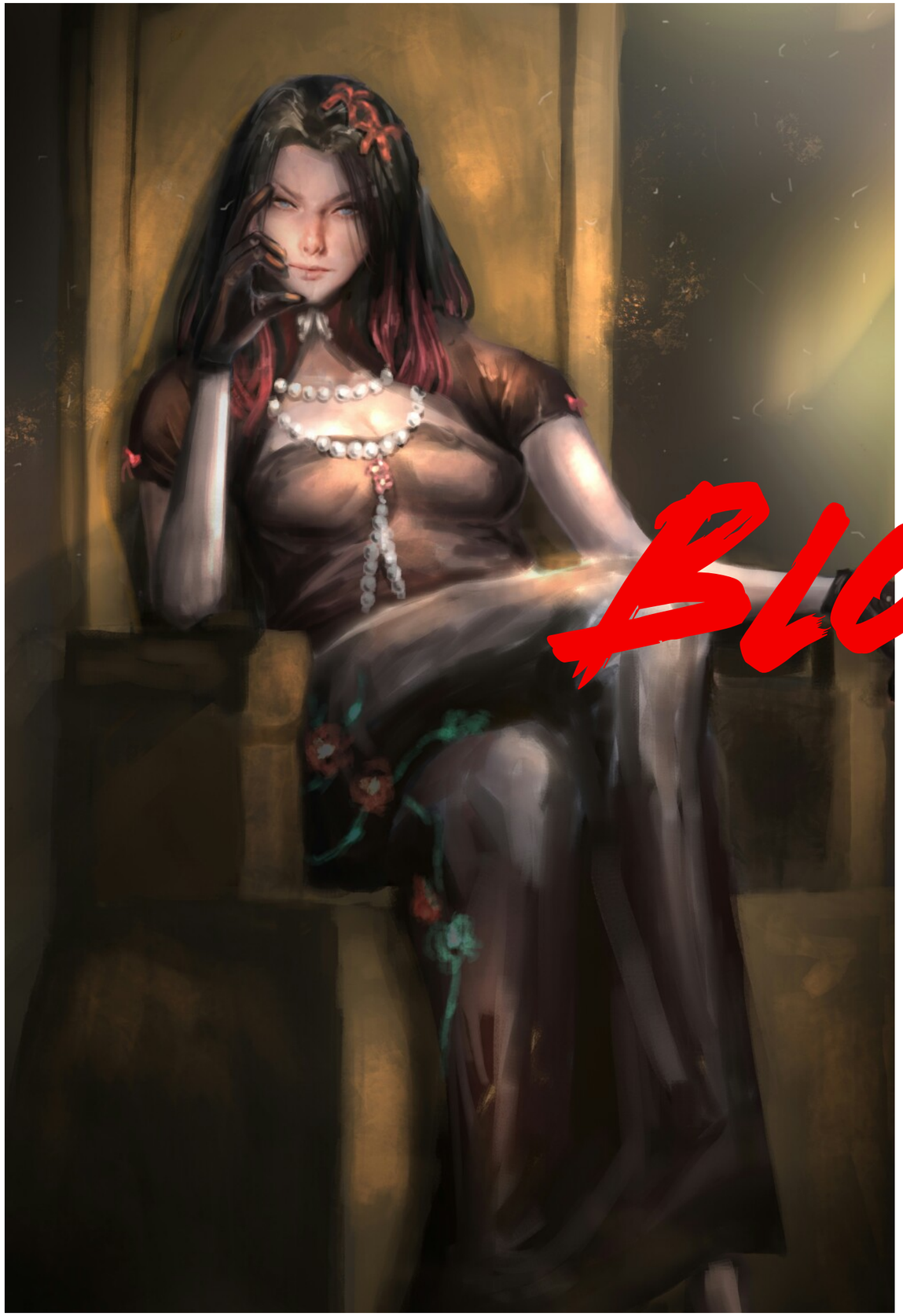
19 Variel Arkwright (Lamia)
Llymlaen the Navigator

21 Tachigami Okami (Hyperion)
Oschon the Wanderer

25 Kiyomi Lavellan (Famfrit)
Menphina the Lover

26 White Sparrow (Cactuar)
Nymeia the Spinner

28 Valerie Mae (Lich)
Menphina the Lover



ARTIST SHOWCASE

SERVER: MATEUS

SERENA BLOODFALLEN

NYX#4140





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G

MEMBER
INTERVIEWS

FEB 2019

MEET THE GPOSERS
COMMUNITY





MEMBER INTERVIEWS

MEET THE GPOSERS COMMUNITY

AYAME IZUNA

SERVER: GILGAMESH

Marot Satil: Fortunate are we to have another opportunity to interview another pillar of the GPOSERS community. So why don't we start out with you telling us a bit about yourself, o mighty pillar?

Ayame Izuna: Pillar? Me? That's very flattering! Well, I'm just someone who really enjoys photography, both in real life and in games. I play an Au Ra by the name of Ayame Izuna on the world Gilgamesh, and have been playing Final Fantasy XIV since launch. It has pretty much become my main game, especially ever since they added the Gpose feature. It's been a great tool for encouraging something I already enjoyed doing in games.

Marot: Sounds like you've earned the title, given your interests. And speaking of those, what do you find yourself doing in-game, typically?



Ayame: There are things to do besides Gposing? I'm kidding, I'm kidding, though I admit that is a large part of what I do—especially in-between patches. I have a small group of friends I run content with. Some days we'll do maps, other times we'll run the 24-mans. Occasionally we take a crack at the extreme and savage raids too, though that's something I feel I'm not great at.

Marot: Everything is more fun with friends. You said you do extreme and savage content, so is there any particular job you favor?

Ayame: I would definitely say dark knight. It's been my most played class since it was introduced in Heavensward. I also enjoy healing on white mage and DPSing on samurai, but dark knight is the job I'm most comfortable with.





Marot: Wish I could say the same about dark knight, but Deltascape convinced me that it was time to seek redder and angrier pastures. Jobs and classes aside, do you have a favorite zone or locale in-game?

Ayame: Hmm...good question.

There are a lot of places that look great in this game. If I had to pick favorites, one would be the Sea of Clouds, especially once you unlock flying and can freely explore. Plus the daytime music there is just so catchy. I'm also fond of Kugane and Shirogane, as I just love the Far Eastern aesthetic.

Marot: Can't forget the locals as well, I was rather surprised to see the haka of all things turn up as a dance in XIV from the Vanu Vanu.

Now, you've said you enjoy photography, but did you have anything you'd like to say about Gpose in particular?



Ayame: Honestly I think it is life-changing. Being able to have so much control over posing, lights, and effects while having an easy-to-learn interface is something I wish more games would emulate. While I guess there's a certain satisfaction to be had from taking screenshots the hard way (hiding the UI, timing the picture, fighting with the game's camera, etc.) and having them turn out well, I much prefer what this game has done and I hope YoshiP and the team continue to update it.

Marot: Life changing enough to start a community whose name is based off of it, eh? But that does bring us right into the next question:

How did you find out about the GPOSERS community?

Ayame: Pretty much just through a simple hashtag. Out of curiosity I was browsing through posts related to Final Fantasy XIV on Twitter, when I started seeing the tag pop up with people posting screenshots. So one thing led to another. I followed **#GPOSERS** which led to the GPOSERS Twitter account, and through that I found the Discord. Seeing a community full of people who also loved to take pictures in this game, I felt compelled to poke my head in and see what it was all about.



Now we are here!

Marot: Twitter it is! Early on we couldn't decide if we wanted to focus more on the Twitter or Instagram fronts, but I think we made the right decision. About how long have you been with us?

Ayame: Let's see, I believe I joined in November in 2018? So about 3 months, give or take some days.

Marot: Three months isn't too bad. What have you thought about our little community in that time?

Ayame: Oh I love it here! I've met a few fellow screenshot takers since I joined, some even on my own server. The community is full of wonderful people. I do need to work on being more active aside from posting pictures... I'm still trying to fight the occasional shyness I struggle with.

Marot: Ah, I wouldn't worry about that last bit for long. You're right now doing an interview that the whole world gets to read in a digital magazine, after all. What do you think of GPOSERS magazine, by the way?



Ayame: Oh boy... Why do I suddenly feel very nervous... Haha... Anyway, the magazine is very well put together. It has screenshots, glamours, and guides such as The Photosmith (very helpful by the way, shout-out to Freya Bloodmourne), and it's great to see so many fellow players' contributions to it. I'd probably collect them physically too if they were made available that way.

Marot: We've considered it, actually, but there are several hurdles to overcome with that in terms of licensing and logistics. Second to last one then: You mentioned Freya, but how have things been with regard to the rest of our team?

Ayame: Well again, a bit shy so I haven't interacted with people as much as I'd like, but from what I've seen, the team's been nothing but dedicated and helpful. Can't say I have any complaints about how this community is run, so I'd say they're doing a great job.

Marot: Glad to hear it. Final one now: Any words for the many readers out there? You have the podium.

Ayame: Well, this runs the risk of sounding cliché, but whatever you all do in game, do what makes you happy. I love to take screenshots. Some love to craft. Some are hardcore raiders. Some just want to enjoy the story. There's a lot of different things to do in Final Fantasy XIV and they are all just as valid. The most important thing is that you are having fun. Besides, isn't that why we game in the first place?

THANKS FOR READING



G
MEMBER
INTERVIEWS

MEET THE GPOSERS COMMUNITY

moh niflheim

Server: Cerberus

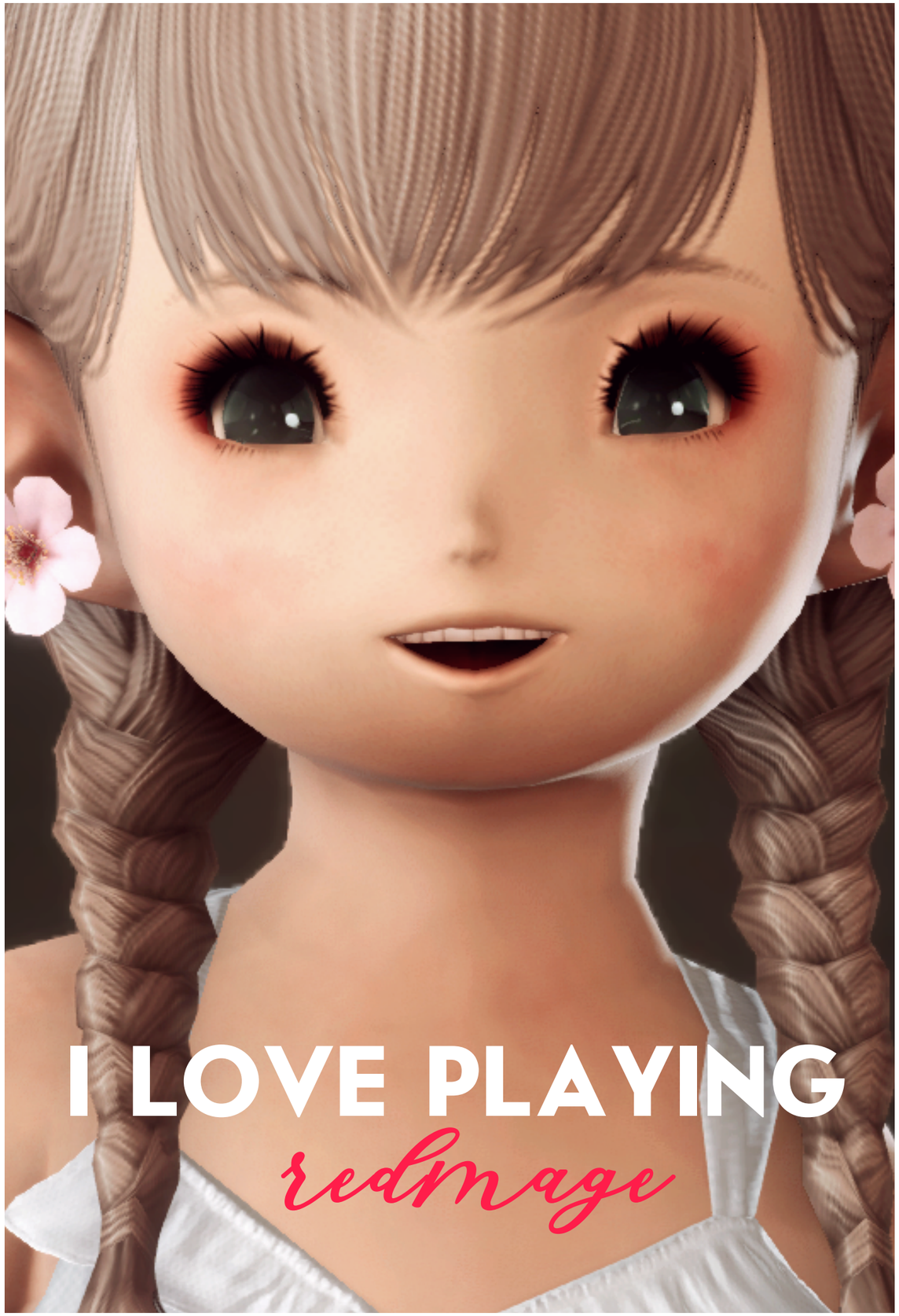
Marot Satil: Good afternoon, and thanks for agreeing to join me for this little chat. To get us started, why don't you tell everyone a little (or a lot) about yourself?

Moh Niflheim: I'm Moh Niflheim and I love to make character screenshot edits. I started doing it a few months ago. I don't have much to say, because I just raid and edit screenshots.

Marot: A Moh of few words, I see! What world(s) do you find yourself playing on?

Moh: Cerberus on the Chaos data center.

Marot: I was rather happy to see how many folks from the European data centers have been showing up in our community, and you're certainly no exception. Now, you mentioned raiding and screenshots, but are those the two end-all things you enjoy in-game?



Moh: Well, that's what I do most of the time. Usually I'm trying to find new outfits or themes to make screenshot series and working on my edits, unless I'm raiding.

Marot: Fair enough. Regarding raiding, what job(s) do you prefer in particular?

Moh: Oh, I love playing red mage, but I initially started the game as a black mage. I switched over to red mage in Alphascape. I guess you could say I like playing casters in general.

Marot: Speaking of Alphascape, some of the scenery across the floors is really quite exceptional. Is there a specific zone or locale in general that you particularly like?

Moh: Wow, that's a hard question. There's this spot in the Doman Enclave I really like, the shrine and the bridges at the pond. But there are also several other areas in the game I really like. The Stormblood areas especially have some really nice spots.



MOH NIFLHEIM

Server: Cerberus , Chaos Data Center

Marot: Perfect spots for Gposing, I imagine. About Gpose, do you have any specific thoughts on the feature as a whole?

Moh: So, I think the default Gpose feature in the game is great, but it's by no means perfect. There are still improvements and changes I would like to see. Like, it's already great that you are able to stop the time and play emotes and such, but it still bothers me that you are unable to just set the time for example. But overall I think it's great that the game has a feature like this at all. And it's not like the devs aren't improving it.

time-changing feature eventually. Moving on from Gpose, let's talk about GPOSERS. How'd you find out about our little community?

Moh: I found out about you on Twitter. And when I saw the Discord link on your Twitter, I instantly knew that I had to join.

Marot: Aha, glad to hear it! About how long have you been with us?

Moh: I honestly can't remember but I think it was around the time the server got created. Or when it was made public, so I think July?!





Marot: July it was, with our first issue releasing at the end of August. So you've been with us for the entire ride, and that's quite some time to form an opinion. What do you think about the GPOSERS community as a whole?

Moh: This question isn't hard to answer. The community is actually really nice! I think I've never seen such positivity in an online community. I don't talk much in the text channels, but whenever I'm scrolling through the messages and all the feedback in general, I'm honestly surprised by all of the positivity the community is spreading. Also, the community is really helpful.

They provide help when people have shader problems or anything else they need help with. And of course the community is also really inspiring. Just scrolling through all the content other people create, it's great and always helping me to come up with new ideas. And I bet that's the case for many other people here too.



Marot: Now now, you're going to make us blush. With the community discussed, how about your thoughts on the magazine?

Moh: It's awesome that you have been able to come up with the idea to create something like this. I really like it! I mean who here wouldn't like a magazine dealing with topics like FFXIV glamour, Gpose community, etc!

Marot: No arguments here! We're down to the last two questions, so hang in there. How do you feel about our staff?

Moh: They are nice people with a lot of talent. Without them, I think a lot—if not all of this—wouldn't have been possible. They are obviously putting a lot of work into the project. I think the community really appreciates the work that is being put into all of this, so thanks for that.

Marot: "What can I say except..." that would be a copyright violation. Me getting us sued probably isn't ideal. Last one! Is there anything you'd like to say for all of the wonderful people reading this issue?



Moh: If you're ever in doubt about your screenshots, don't be afraid to ask anyone in the community for their help or opinion. Also, practice makes perfect! Don't get discouraged. The community is really lovely, so stay as nice as you are!



GPOSERS PRESENTS

Hidden Gems of Hydaelyn

Rootslake

SOUTH SHROUD (20, 30)

The once large body of water known as Rootslake is now a mere fraction of itself. After the calamity, enraged water sprites drained it of much of its water, making way for invasive flora and fauna that make for beautiful but deadly sights.

The Dusk Throne

THE AZIM STEPPE (19, 33)

Said to have been the location where Nhaama (goddess of the moon to the Xaela) created a physical form for herself and became the Dusk Mother. This view is likely what could have been seen from the top of this once-great monument before it fell to the ever-shifting sands of time.

The Last Forest

THE PEAKS (6, 16)

During the exodus from the western lowlands, which took place as a result of the flood that occurred during the Sixth Umbral Calamity, refugees from Yafaem and the Black Shroud lamented that these trees would be the last forest that they would ever see.



THE PHOTOSMITH

FRIENDS emotes & GPOSE

WITH FREYA BLOODMOURNE

Hello GPOSERS! Freya Bloodmourne here once again with another Photosmith Guide!

This time of year we celebrate relationships with those we love, and I can think of no better topic to discuss in this month's guide. Capturing screenshots with a single model is great, but taking shots with multiple models can be both challenging and a whole lot of fun. Whether it be used with friends or for a cute couples shot, this guide will look at models of all shapes and sizes and give you some tips and tricks for achieving that perfect group shot!



CREATING DYNAMICS - LEVELS

Group photos can be challenging at times. One of the most common methods involves the subjects standing side by side and getting a snap together. While this method isn't a bad way to get a nice shot, skilled photographers think a bit more in terms of dynamics when placing, or "staging" models. Creating multiple levels and depth with models in your shots, as well as utilizing some rules of photography can bring an image to the next level.



Many thanks to two members of our design team, ***Yomi and Yulia,*** *for being my models!*

The three models in this shot are actually on different levels between seated and standing positions. Angling your camera ever so slightly can adjust disparities in height, and getting creative with emotes can go a long way in adding that extra flare to your shot! This one utilizes both framing and the rule of thirds as well.

Did you know that you can select individual models and freeze emotes for individuals? PS4 users can cycle through models with **left/right on the D-pad** and freeze motion with the **R2 trigger** for the selected model, or **L2** to freeze everyone. PC users can use the **mouse or tab** as well as **the 1 and 2 buttons above the QWERTY keys**.



KEEPING IT CUTE WITH DYNAMIC PLACEMENT

Couples shots. I have seen some amazing ones during my time here while watching our community grow. Many of these were achieved through a mix of careful emote placement and freezing the individuals at just the right time. It can be time consuming, but with a bit of effort it's well worth it.

Pro-tip: *Take your time with couples shots! Take a real close look at placement as clipping between your models can and will happen. Utilizing different camera angles can eliminate those distracting bits as you go and capture the emotion between your models.*

There are so many ways to capture really great couples shots. When there are height differences it can be a bit tough, but here we see a great use of seated idles using the rule of thirds. Getting the right spot for shots like this is the hardest part! Don't forget that with idles you can type /cpose or access cpose from the emotes list to change your idle animations!



Here's another example of adjusting the camera angle to bring this pair's faces on the same level. Pressing the **triangle button** on PS4 or the **spacebar** on PC causes your models heads to look into the direction of the camera, perfect for minor adjustments while getting that great shot! Don't forget to cycle through each and freeze them to keep the head position!



BRIDGING THE HEIGHT GAP

What if I'm freakishly tall, and my friends... well, aren't? Or vice versa. The game's character models run the gamut from the cute little Lalafells to the very massive Roegadyns. The height gap dilemma can thankfully be resolved by getting creative with angles and emotes.

Seated shots are often the go-to when heights are very different. By utilizing all the skills we have just talked about you can get cool ones like this! Just remember to watch your clipping and take your time.



CONCLUSION

All of these tips can be used in a myriad of images. Though it may seem basic to a seasoned user of our beloved /gpose, my goal is to provide inspiration with some simple yet effective tools to use on your next photoshoot.

Thank you all for reading, and **happy Gposing!**

Photosmith Freya



Is there a topic you'd like to see in the next Photosmith guide? Is there a previous topic that you want to dig into further?
Join our Discord and post your questions in the "Ask the Photosmith" section! Your questions could appear in future guides.

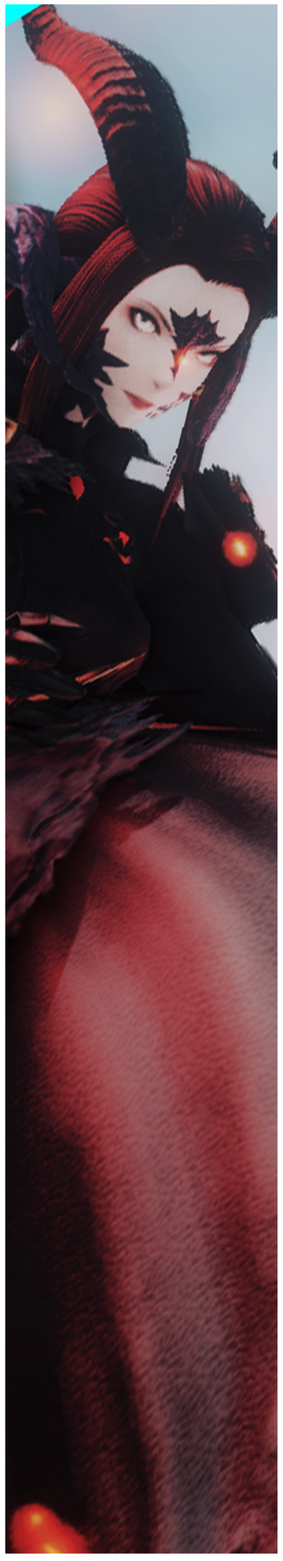
Staff intros



INTRODUCING

Izayoi & Medesa











Medesa Morrigan

Mateus

Author

My name is Medesa Morrigan and I can be easily found wandering around the world of Mateus. I have been playing this game for two years now, but I am still finding tidbits that I missed on my speedrun through A Realm Reborn and Heavensward. Some of my favorite things to do in-game are raiding, role-playing, slaving away for Clan Centurio, and sitting around in our beloved tool Gpose. If you see me around, please don't hesitate to say hi!

I am an omni-healer, though I do prefer scholar and astrologian for their utility in raids. I'm also always happy to help people learn new and difficult content, so if you are ever in need of assistance with pesky primals, just let me know! But if primals are not quite your thing and you simply need someone to chat with, my DMs are open to everyone.

Several months ago I found GPOSERS while meandering around Instagram, and from that point forward I was quite smitten with the magazine. I enjoy being part of communities that are supportive of what others enjoy doing, and this community is exactly that and more! To be able to finally give back to the community that helped me gain confidence in my screenshots and make new friends is truly an honor.

Thank you for giving me this opportunity to return the love!



Izayoi Ishikawa

Mateus

Photographer

Hello! My name is Izayoi Ishikawa or just Izzy. I play on Mateus, currently on the Aether (soon to be Crystal) data center, but I have another character on Faerie called Haruka Aoi. Most of my time in-game is spent with friends and AFK in Gpose. Yep, I am a Gpose addict.

I have been playing Final Fantasy XIV since July 2018, and my first job was black mage. Though after getting bored of leveling it, I switched to samurai and dark knight. I don't raid or really do any of the current content. I find Gpose very enjoyable and I love to explore the world for photos. But XIV is not the only thing I like; I love art (graphic design as a whole) and my favorite style of drawings is cartoons and anime (yes I am a big weeb). I also read a lot of lore for games, and for that XIV and The Division are my favorite. XIV has become one of my favorite and most played games now thanks to the people I have met over time on Mateus and the GPOSERS community. It has been a really enjoyable experience with the friends that have been next to me for the past months.

Why join GPOSERS? Well, I love taking photos in XIV and back in January I asked Kupaii if I could. I was scared to talk with Marot, and I am glad she messaged me to check if I ever spoke to him. The confidence and support she and my other friends provided for me to try out as a photographer gave me the strength to be where I am right now. I am glad to be part of the amazing community known as GPOSERS!

Full-Time

PHOTO SHOP

with Senpai

featuring Yomigami Okami





DIFFICULTY:
INTERMEDIATE

Picture this: you're browsing Twitter, scrolling through screenshot after screenshot and begin to notice a particular edit that seems to be rather popular. It's someone's character surrounded by a dramatic, almost ethereal, glow effect. Pretty neat, right? This guide will teach you one way to achieve a similar effect! That said, I'm very excited about this one, as I've enlisted the help of my dear friend and designer-by-trade, Yomi, to assist me in teaching you this particular edit. So settle in, open up Photoshop, and get comfy, as this guide is a little on the long side.

Preparation: To prepare for this effect, it's recommended that you take a screenshot of a particular setting you like. Yomi here has chosen Bentbranch Meadows as her backdrop. As well, you will need a screenshot of your character in a Gpose studio. It's important to note, your studio walls should contrast with your character's skin tone. For lighter skin tones, use a darker studio wall color, and vice versa. Yomi's character has a lighter skin tone, so her studio walls are darker. This is important for the upcoming step. For now, open up the picture you've taken of your character in your studio.

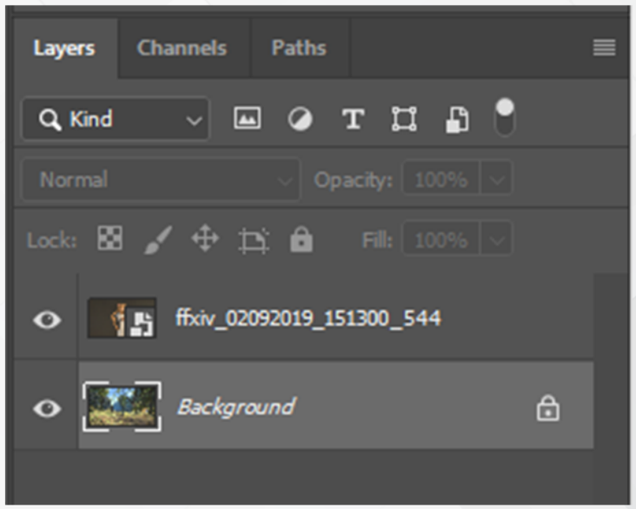


Step 1:

Select the Magic Eraser tool. This can be done by pressing E to automatically select the eraser. Then, right-click the eraser tool on the tool panel and select the magic eraser.

Step 2:

Time to open up your background of choice! Go to File → Open → Select your background screenshot. Next, go back your studio tab and drag your character screenshot onto your background shot.

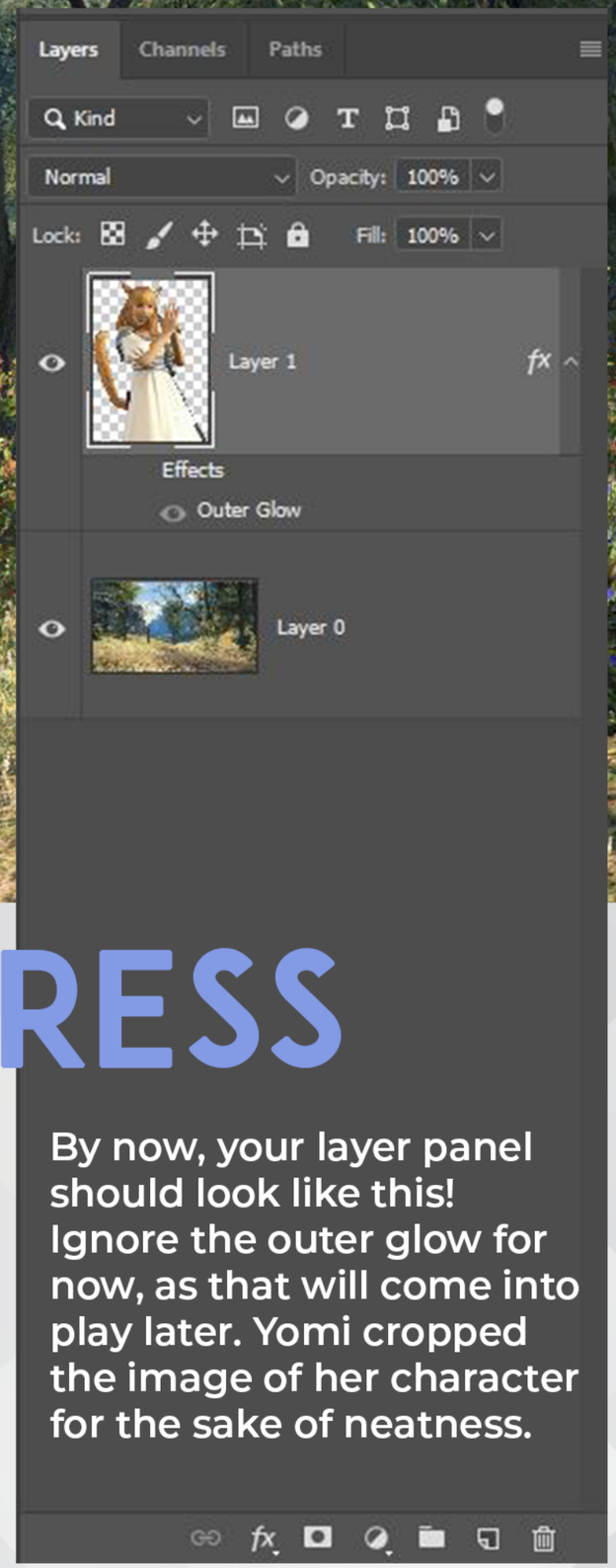


Step 3:

We will now isolate your character from the studio background. This is where the magic eraser tool comes into play. With your character layer selected, use the magic eraser to erase the studio walls by simply clicking on the area surrounding your character.

Step 4:

Ta-da! Your image should now have your character on top of your chosen background.

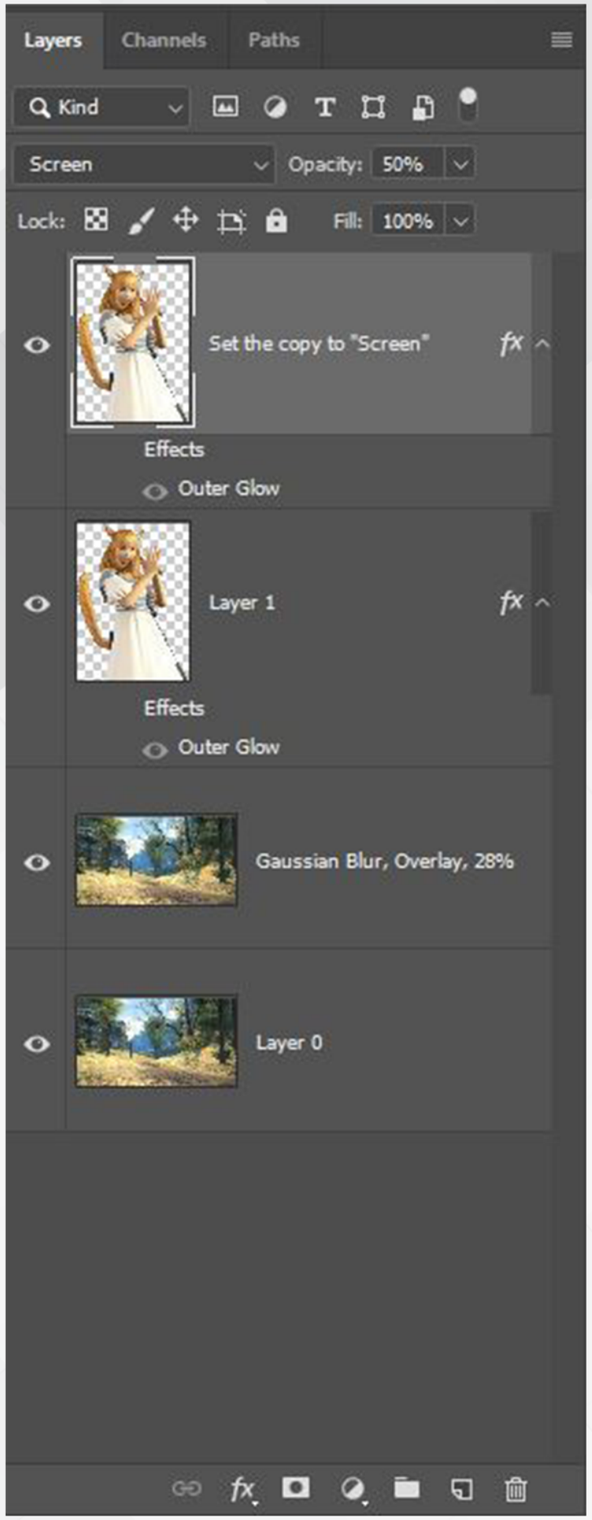


Step 5:

Time for some minor adjustments to make the image pop. It comes down to personal preference, but a good place to start would be adjusting the brightness of both your character and the background to make them blend together or further contrast them. Other adjustments can be levels, hue, etc. These can all be found by going to File → New Adjustment Layer → Adjustment Type.

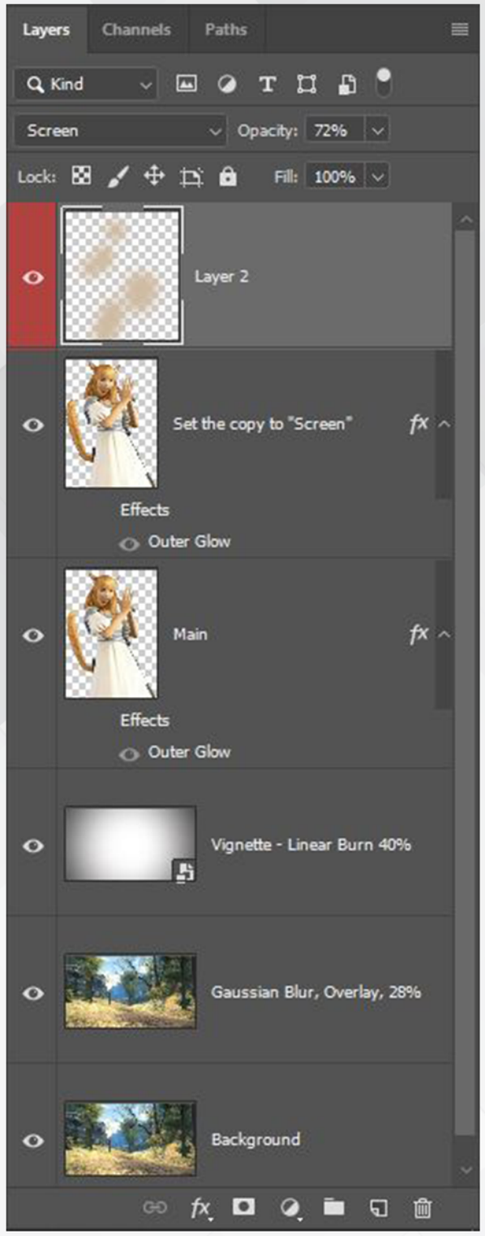
PROGRESS Check

By now, your layer panel should look like this! Ignore the outer glow for now, as that will come into play later. Yomi cropped the image of her character for the sake of neatness.



Step 6:

Select your background layer and duplicate the layer by pressing **CTRL/CMD+J.** Next, go to Filter → Blur → Gaussian Blur and find a blur level you're happy with. With the newly duplicated and blurred layer still selected, set the layer blend mode to Overlay (via the drop-down menu in the layers panel) and change the opacity from 28 to 30%. Do this for the character layer as well. Select the character layer, and CTRL/CMD+J to duplicate. Rather than applying a blur, set the duplicate layer's blend mode to Screen and set the opacity to 50%.



Step 7:

For some added drama, **Yomi added a vignette layer** above the duplicate background layer, set the blend mode to Linear Burn, and reduced the opacity to 40%. You can find plenty of vignettes on the internet if you don't feel like making your own!

Step 8:

With the top layer selected (the duplicate of your character), go to Layer → New → Layer to create a new layer on top.

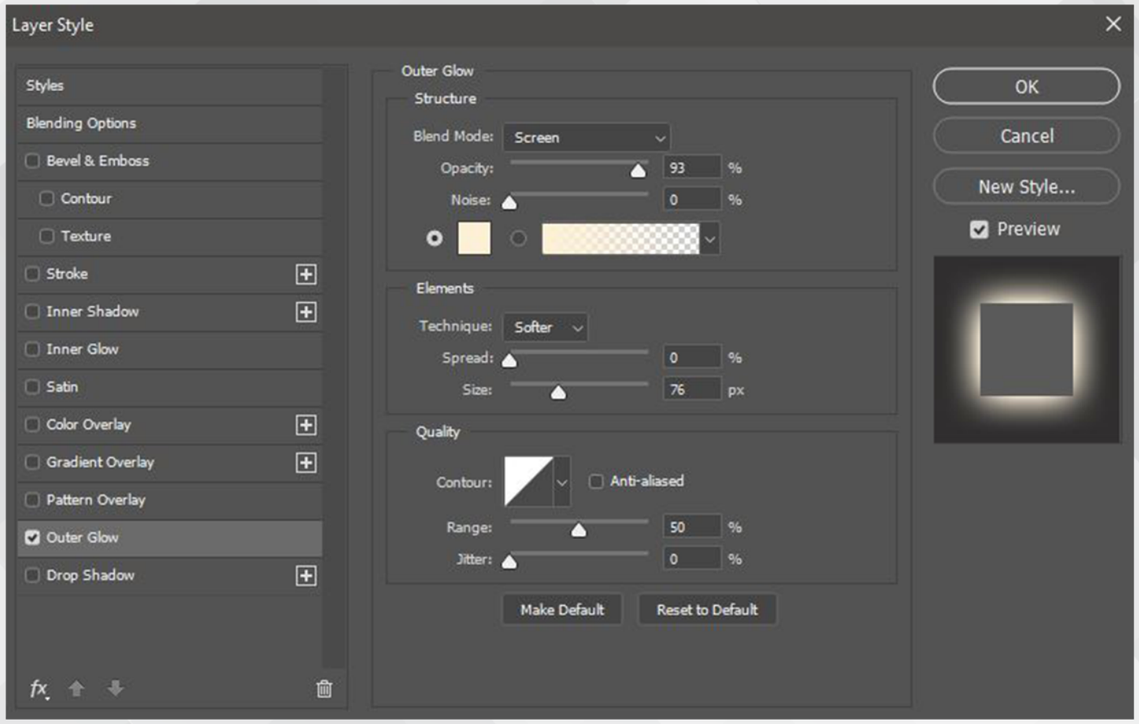
With that layer selected, press B to switch your tool to brush, and pick any soft brush of your choice. This will be used to create your frontal glow spots. Pick a color (preferably lighter in tone) and start blotching areas around your character where you want the glow to be.

Once satisfied, set the blend mode to Screen and lower the opacity to whatever value you see fit. Yomi has chosen a light brown color for her frontal glow.

Step 9:

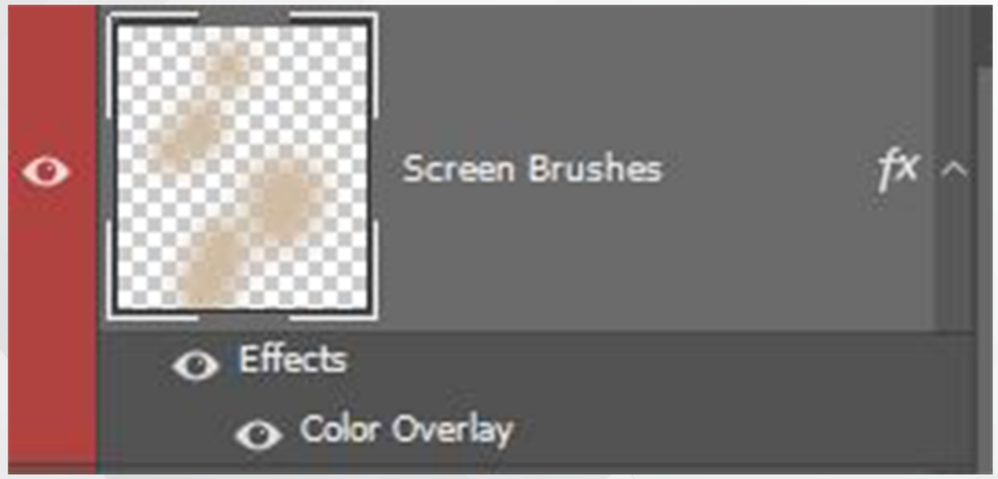
Remember that outer glow from a few steps back I told you not to worry about? Here's where we apply it!

With your primary character layer (NOT the duplicate one) selected, double-click next to the layer name to bring up the Layer Style panel. Check "Outer Glow" and follow the settings Yomi has provided above! Tweak it as it fits you till you're happy!



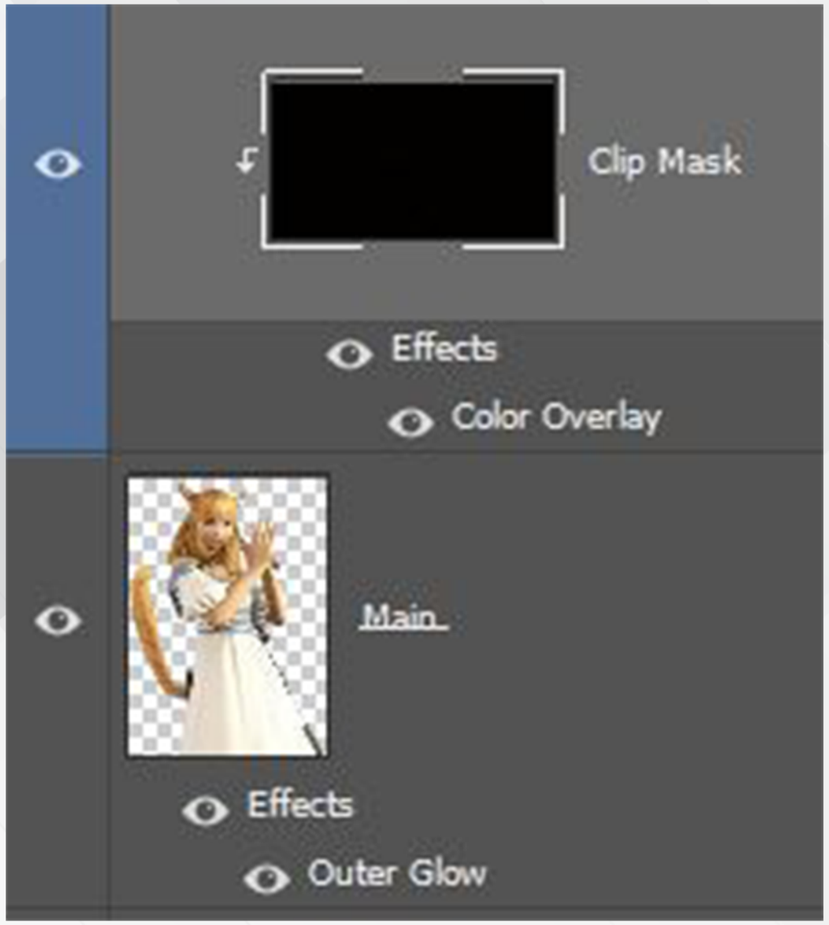
PROGRESS Check

Take a breather! Your image should loosely resemble something like this!



Optional Step:

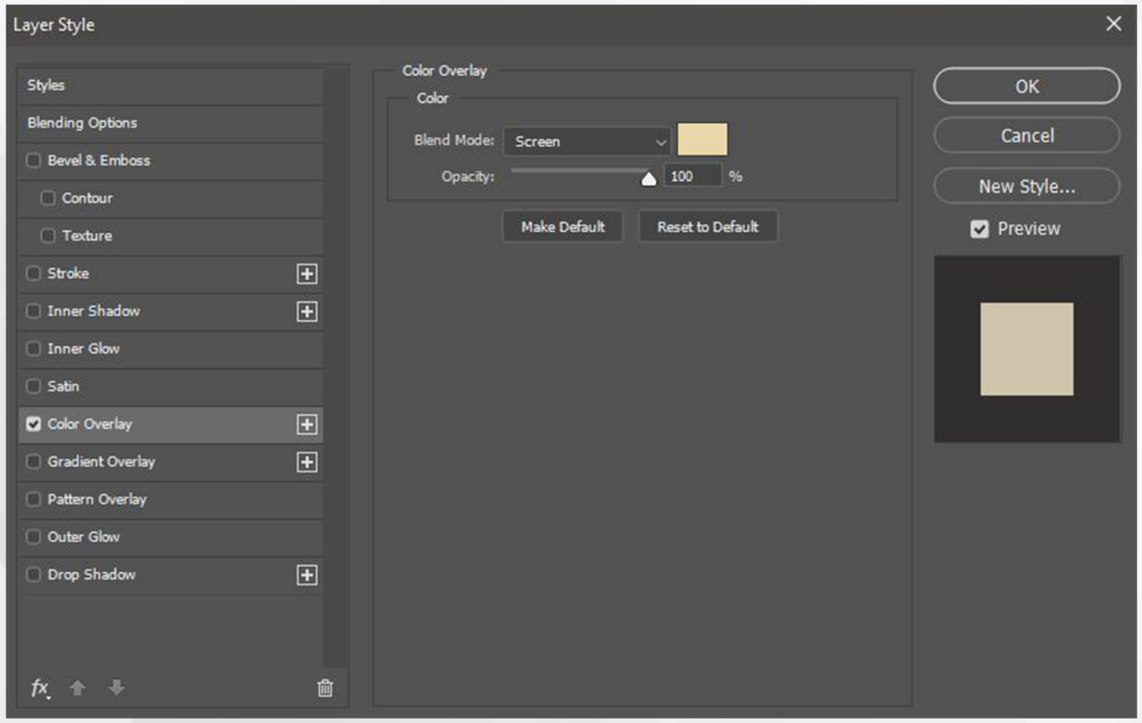
Decided you don't like the color of your glow? It's easy to change! With the brush layer selected, double-click to the right of the layer name to bring up that Layer Style menu and select "Color Overlay". Set the blend mode to Screen and change the color to whatever you like by clicking on the color box next to the blend mode. In this case, Yomi went from light brown to white!.



Step 10:

You've all made it this far, and for that I commend you. But we're not done just yet!

We will now get started on the back glow. To do this, we'll create a new empty layer above your main character layer (NOT the duplicate). Use the paint bucket tool to fill it with black. We'll then clip it to the layer below, so that it ONLY affects the layer below by right-clicking on the black layer and clicking "Create Clipping Mask".



Step 11:

With the clipping mask layer selected, **double-click the layer and check "Color Overlay" in the Layer Styles Panel**

Set the blend mode to Screen and set the color to your color of choice for the glow.

Step 12:

Set the mask layer's blend mode to Screen .

Adjust the opacity to around 80% or to a value you're happy with.



Step 13:

Select the eraser tool by pressing E on your keyboard and make sure it's set to a soft brush. Begin erasing the area on the clipping mask where your character is, but do not erase out of the confines of your character (represented in red below). This will erase the glow on top of your character, but allow it to still look as if it is shining from behind.



And there you have it! It was a long tutorial, and I want to thank you all for taking the time to read it. Photoshop is such a great diverse tool in the sense that there are many ways to achieve the same effect, so it goes without saying that this is only one way of many to create an ethereal glow.

I also want to extend a huge thank you to Yomi for helping me put this guide together, and even teaching me some things along the way! If you follow this guide, the both of us would love to see your results, so be sure to head on over to the GPOSERS Discord server and share them.

Happy editing and see you next issue!

-Full-Time Senpai


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GSHADE FAQ

WHAT IS GSHADE?

GShade is a custom ReShade 4 package inspired by miiolk's amazing work on the 3.4 "Angelite" build, with an easy-to-use installer that takes care of everything for you and ensures that you get a clean installation every time. It includes a number of presets made by our community and staff, as well as many additional shaders, updates, and improvements.

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OVER 40+ PRESETS!

COMMUNITY PRESETS INCLUDED!

HOW DOES THE INSTALLER WORK?

It starts off by auto-detecting your Final Fantasy XIV installation location, makes a backup of all of your presets and ReShade-related files **(if you say yes, and you should always say yes),** cleans your game installation of old ReShade-related files (excluding presets), and then asks you to set a location to save your screenshots to.

It even remembers your game and screenshot folder locations between installs/updates!




GSHADE
FILM NOIR


GSHADE
GAMEPLAY
Realism


GSHADE
CITY OF SIN



COMPATIBILITY

HOW IS GSHADE DIFFERENT FROM RESHADE OR OTHER “BUILDS” SUCH AS STORMSHADE AND ESPRESSO GLOW?

Long answer! Starting off, much like Stormshade, GShade uses a custom-compiled ReShade DLL which is locked to Final Fantasy XIV and offers an unlocked Z-Depth buffer so that visual effects are applied at an unlimited distance from your camera. Additionally, unlike other builds and packages, GShade is focused on compatibility, meaning no matter which package you previously used or whose features you’d like to use in the future, GShade will support it.

Typically, we do this by modifying shaders and adding multiple options into them. For example, our MultiLUT.fx shader allows you to use a simple drop-down menu to choose between GShade (Angelite-compatible), ReShade 3, ReShade 4, Johto, Espresso Glow, and MoogleShade. Our LUT.fx shader also uses a simple drop-down menu to switch between ReShade, the LUT table from LUT - Warm.fx, and Autumn from the Autumn War MoogleShade preset.

Please note that as we do not have the rights to distribute assets included with MoogleShade, GShade comes with support for its MultiLUT & LUT textures (.png images), but they are not included in the base GShade install.

Lastly, GShade features numerous obscure, existing, modified, and brand-new shaders which have all been updated for compatibility with ReShade 4. Those include ExtendedLevels, MultiStageDepth, StageDepth, Silhouette, and more!


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